

NEO·GEO®

MVS®
MULTI VIDEO SYSTEM

 **SNK**

TECHNICAL FEATURES

Fast 16 Bit Main Microprocessor

Allows game software to be executed up to four times faster than conventional video game hardware.

Expanded ROM Capacity

Up to 64 Megabytes of GAME ROM storage, allows for superior graphics and sounds, makes ordinary video games containing less than 10 Megabytes of GAME ROM look and sound weak by comparison!

Incredible Sprite Generation

Sprites are groups of Pixels (screen dots) that can be moved around on the screen. They are used for displaying animated objects, such as the Main Characters. Typical coin-op game hardware can display less than 80 sprites on the screen. Neo-Geo can display and manipulate 380 Sprites simultaneously! Neo-Geo also has a unique hardware feature for enlarging and reducing Sprites smoothly!

Maximum Background Video

Neo-Geo's advanced hardware can display and independently scroll 3 unique Background Video scenes. This allows Neo-Geo to create realistic 3D effects! Neo-Geo can store up to 65,536 16x16 pixel Background Characters in its 8 Megabyte Character Rom!

Tremendous Color Palette

The key to displaying realistic images is the number of individual colors that can be displayed on the screen.

Typical coin-op hardware can display from 64 to 512 different colors at the same time. Neo-Geo can display 4096 colors from a selection of 65,536 total colors! This allows the capability to display photo-quality graphics on a standard resolution monitor!

Compact Disk Quality Sound

3 channels of Programmable Sound Generation (PSG), 7 channels of Pulse Control Modulation (PCM), 2 channels of Frequency Modulation (FM), and a channel of Noise generation, combined with true Stereophonic Audio Output, allows Neo-Geo to deliver incredible, true to life audio effects. Each Neo-Geo system comes with a pair of Personal Stereo Headphone jacks on the front of the Control Panel for the ultimate in player enjoyment!

Advanced Hardware Test Program

The Neo-Geo hardware can diagnose potential hardware problems, such as a Rom or Ram failure, using its built in Test Mode Program. The Main Volume control and Headphone Volume control can be easily accessed through the Control Panel.



CABINET FEATURES

- ♦ Extensive use of Plywood for maximum cabinet durability.
- ♦ Control Panel covered with Lexan for long lasting, easily maintained finish.
- ♦ Hinged Marquee Bezel for easy access to Game Title Cards.
- ♦ Hi-Tech Solid State Electro-illuminescence flat panel used for Title Card back-lighting!
- ♦ Convenient Game Cartridge access behind the Control Panel.
- ♦ Scratch-Resistant Tempered Monitor Glass.
- ♦ Headphone jacks allow the player to fully appreciate the stereo sound effects.
- ♦ IC Memory Card slot allows the player to save his current game progress to continue at a later time.

CABINET SPECIFICATIONS

<u>HEIGHT:</u>	<u>WIDTH:</u>
MVS-25-6 76.0"	MVS-25-6 31.8"
MVS-25-4 76.0"	MVS-25-4 25.25"
MVS-19-4 76.0"	MVS-19-4 25.25"
<u>DEPTH:</u>	<u>CAPACITY:</u>
MVS-25-6 36.36"	MVS-25-6 6 GAME PAKS
MVS-25-4 36.36"	MVS-25-4 4 GAME PAKS
MVS-19-4 36.36"	MVS-19-4 4 GAME PAKS

MONITOR:

MVS-25-6 25" HORIZONTAL
MVS-25-4 25" HORIZONTAL
MVS-19-4 19" HORIZONTAL



COMPUTERIZED BOOKKEEPING

WITH FLEXIBLE GAME OPTIONS

CONFIGURE INDIVIDUAL GAME OPTIONS

SLOT 1 NAME

LIVES	3
CONTINUE	ON
BONUS	SECOND
BONUS RATE	20000 AND 60000
DIFFICULTY	NORMAL

Set up individual game options, such as Number of Lives, Bonus awards, and Difficulty.

CONFIGURE THE OVERALL SYSTEM OPTIONS

COIN RATE	1 COIN = 1 CREDIT
GAME SELECT	ONLY WHEN CREDITED
GAME START	
COMPLUSION	25 SECONDS
DEMO SOUND	ON

Set up the cabinet Pricing, Demo Sound, and overall System options.

VIEW WEEKLY PLAY REPORT FOR EACH GAME

	PLAY	CONT	AV TIME
02/14/90	125	15	3:10
02/15/90	280	75	3:22
02/16/90	130	54	2:50
02/17/90	165	34	3:30
02/18/90	350	79	2:45
02/09/90	265	103	3:51
02/08/90	157	55	2:50

Reports the past 7 days Plays, Continuations, and Average Play Times so that you can configure the game to best suit the skill levels of your players.

VIEW WEEKLY PLAY REPORT FOR THE ENTIRE SYSTEM

	PLAY	CONT	AV TIME
02/14/90	750	300	3:15
02/15/90	1740	480	3:40
02/16/90	730	338	2:30
02/17/90	510	254	3:40
02/18/90	2100	534	2:45
02/09/90	1715	500	3:02
02/08/90	942	315	2:02

Reports the past 7 days Plays, Continuations, and Average Game Times for all of the games in the Neo-Geo System, lets the operator see the overall player skill in the location.

VIEW MONTHLY CREDIT REPORTS FOR THE ENTIRE SYSTEM

	PLAY 1	PLAY 2	SERVICE
JAN	2096	690	10
FEB	3402	2050	20
MAR	4300	2800	3
APR	3912	1500	7
MAY	2500	1275	11
JUN	3715	1500	3

Reports the past 7 days 1P coin drops, 2P coin drops, and Service credits for all games in the System.

VIEW WEEKLY CREDIT REPORTS FOR EACH GAME

	PLAY 1	PLAY 2	SERVICE
02/14/90	125	70	0
02/15/90	280	85	2
02/16/90	130	76	0
02/17/90	165	900	0
02/18/90	350	185	5
02/09/90	265	125	1
02/08/90	157	45	0

Reports the past 7 days 1P coin drops, 2P coin drops, and Service credits for any game in the System.

NEO-GEO WARRANTY POLICY

SNK Corporation of America (Seller) warrants to the original purchaser (Buyer) that the components listed below are free from defects in manufacturing and materials for the period of time specified in the list below. The Warranty period is effective from the date of original shipment from Seller's factory.

ITEM	PERIOD
MV-MAIN CPU PCB	12 MONTHS
MV-LED PCB	12 MONTHS
MV-IC CARD PCB	12 MONTHS
MV-EL A PCB	12 MONTHS
MV-EL B (R) PCB	12 MONTHS
MV-EL B (L) PCB	12 MONTHS
MONITOR ASSEMBLY	12 MONTHS
DC POWER SUPPLY	12 MONTHS

No other parts of Seller's product are covered by this warranty.

The Seller's sole responsibility shall be, at its option, to repair or replace any item covered by this warranty that is found to be defective during the warranty period. The Buyer's responsibility shall be to notify the Seller of the defective material, and return it, freight pre-paid, to the location specified by the Seller.

The Seller shall not be responsible for the cost of unauthorized repairs, loss of income, or any charges or losses incurred as a result of the use of this product.

DISCLAIMER

This Warranty is not applicable for normal wear and tear and shall be void if inspection of the returned product indicates the defect was caused by misuse, or if unauthorized repairs were attempted, or if the item was damaged due to improper handling, shipping, or customer negligence.



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